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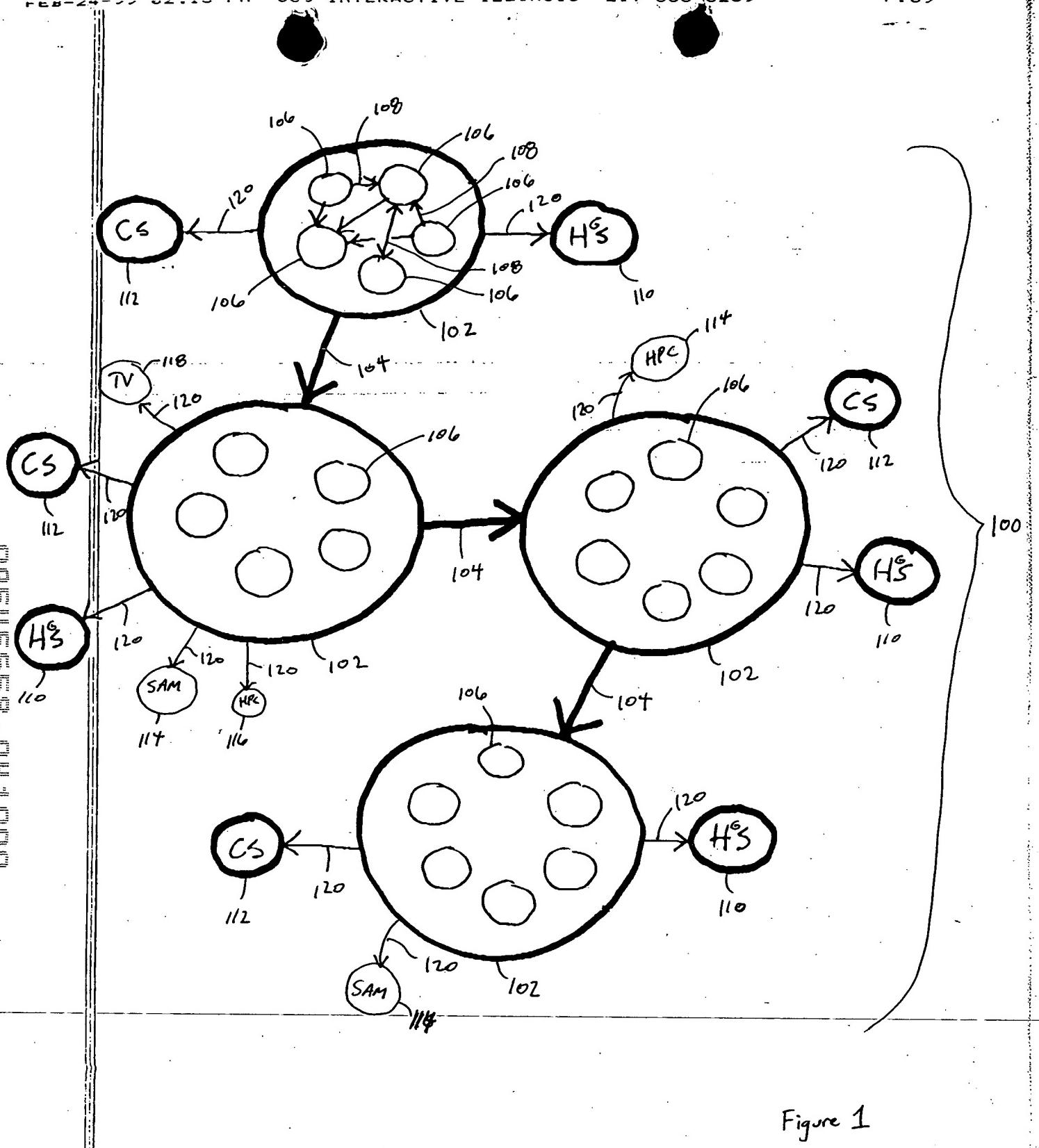
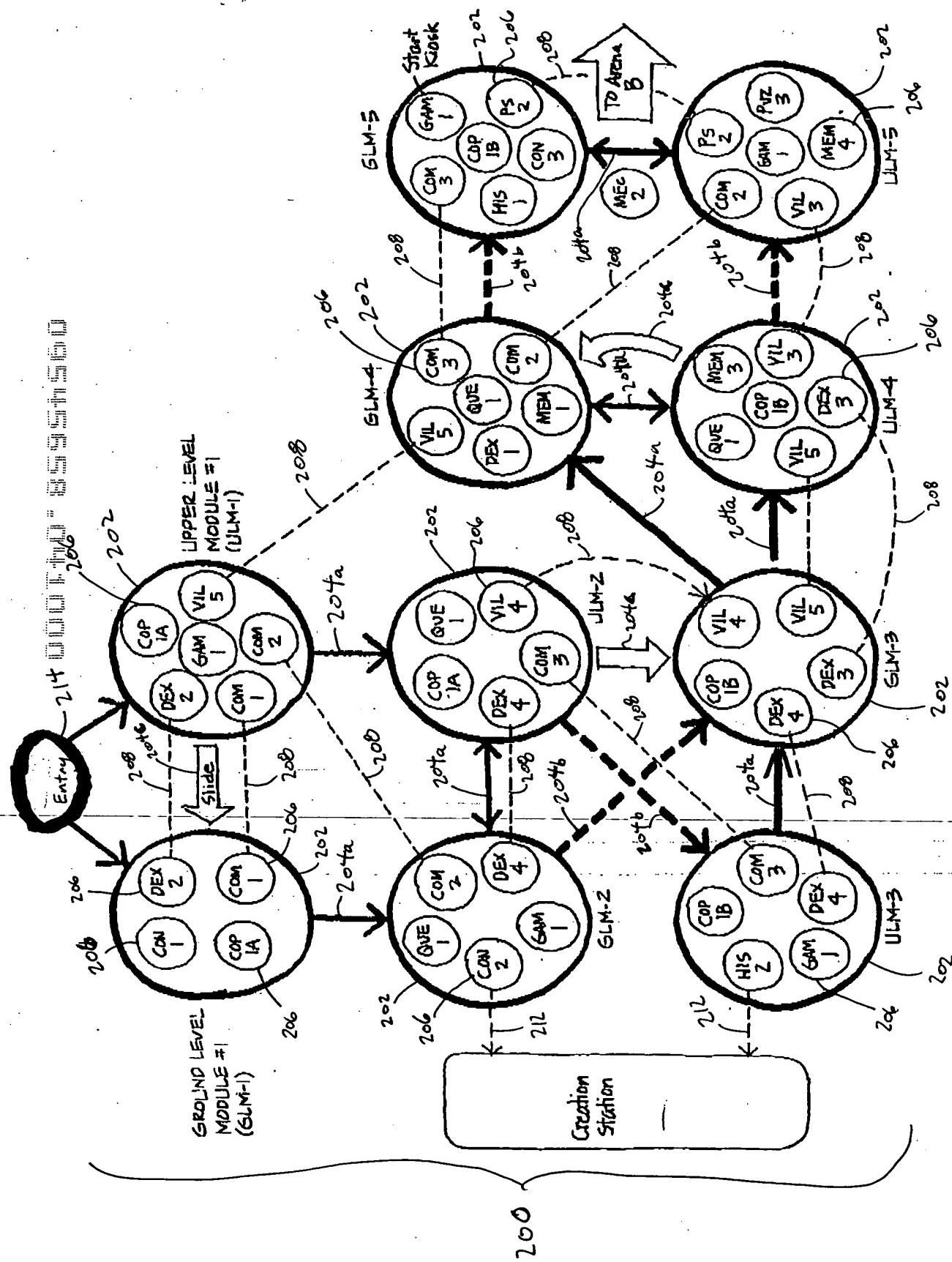


Figure 1

Figure 2



LINKS PLAY SEQUENCE SCHEMATIC

GROUND LEVEL MAZE (Basic Skills)

- A. Recorded greeting and welcome
- B. Explore maze to first ground level Module (GLM-1)

GLM - #1

- CON-1: Build A Wall
- COM-1: Navigate the Maze
- COP-1A: Simultaneous (button only)
- DEX-2: Throwing Skills

GLM - #2

- QUE-1: Key Quest
- COM-2: Station Buttons
- DEX-4: Ball Drop
- CON-2: Build a Structure
- GAM-1: Hide and Seek (button only)

GLM - #3

- Must have 1 Key and 100 points to enter
- VIL-4: Surveillance
- DEX-4: Ball Drop
- COP-1B: Simultaneous (start station)
- DEX-3: Shooting Skills
- VIL-5: I Spy

GLM - #4

- VIL-5: Video Gags
- QUE-1: Key Quest
- DEX-1: Wack-a-Mole
- COM-3: 20 Questions
- MEM-1: Numbers
- COM-2: Station Buttons

GLM - #5

- COM-3: 20 Questions
- GAM-1: Hide and Seek (start station)
- PS-2: Computerized
- COP-1B: Simultaneous (button only)
- HIS-1: Trivia
- CON-3: Build a Bridge

UPPER LEVEL MODULES (Advanced Skills)

- A. Recorded greeting and welcome
- B. Climb to first Upper Level Module (ULM-1)

ULM - #1

- GAM-1: Hide and Seek (button only)
- COM-1: Navigate the Maze
- COP-1A: Simultaneous (button only)
- DEX-2: Throwing Skills
- COM-2: Station Buttons
- VIL-5: Video Gags

ULM - #2

- COP-1A: Simultaneous (start station)
- QUE-1: Key Quest
- DEX-4: Ball Drop
- COM-3: 20 Questions
- VIL-4: Surveillance

ULM - #3

- Must have 2 Keys and 150 points to enter
- COM-3: 20 Questions
- DEX-4: Ball Drop
- COP-1B: Simultaneous (button only)
- GAM-1: Hide and Seek (button only)
- HIS-2: Re-creation

ULM - #4

- DEX-3: Shooting Skills
- VIL-5: I Spy
- QUE-1: Key Quest
- MEM-3: Shapes
- COP-1B: Simultaneous (start station)
- VIL-3: Fake-out

ULM - #5

- VIL-3: Fake-out
- PUZ-3: Common Thread
- PS-2: Computerized
- COM-2: Stations Buttons
- MEM-4: Musical Notes
- GAM-1: Hide and Seek (button only)

Connecting Modules
MEC-2: Gears

Figure 3

Figure 4

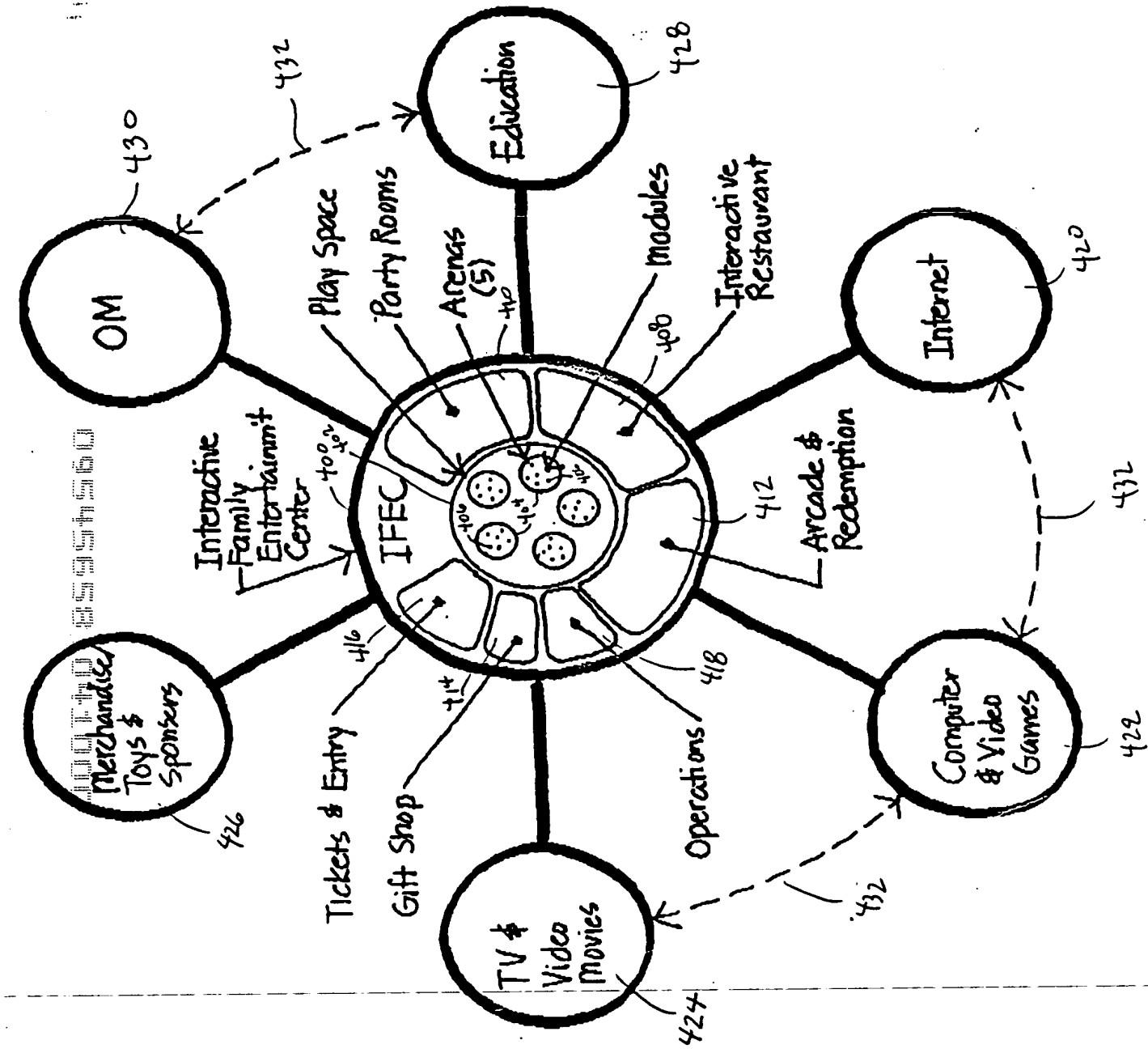


Figure 5

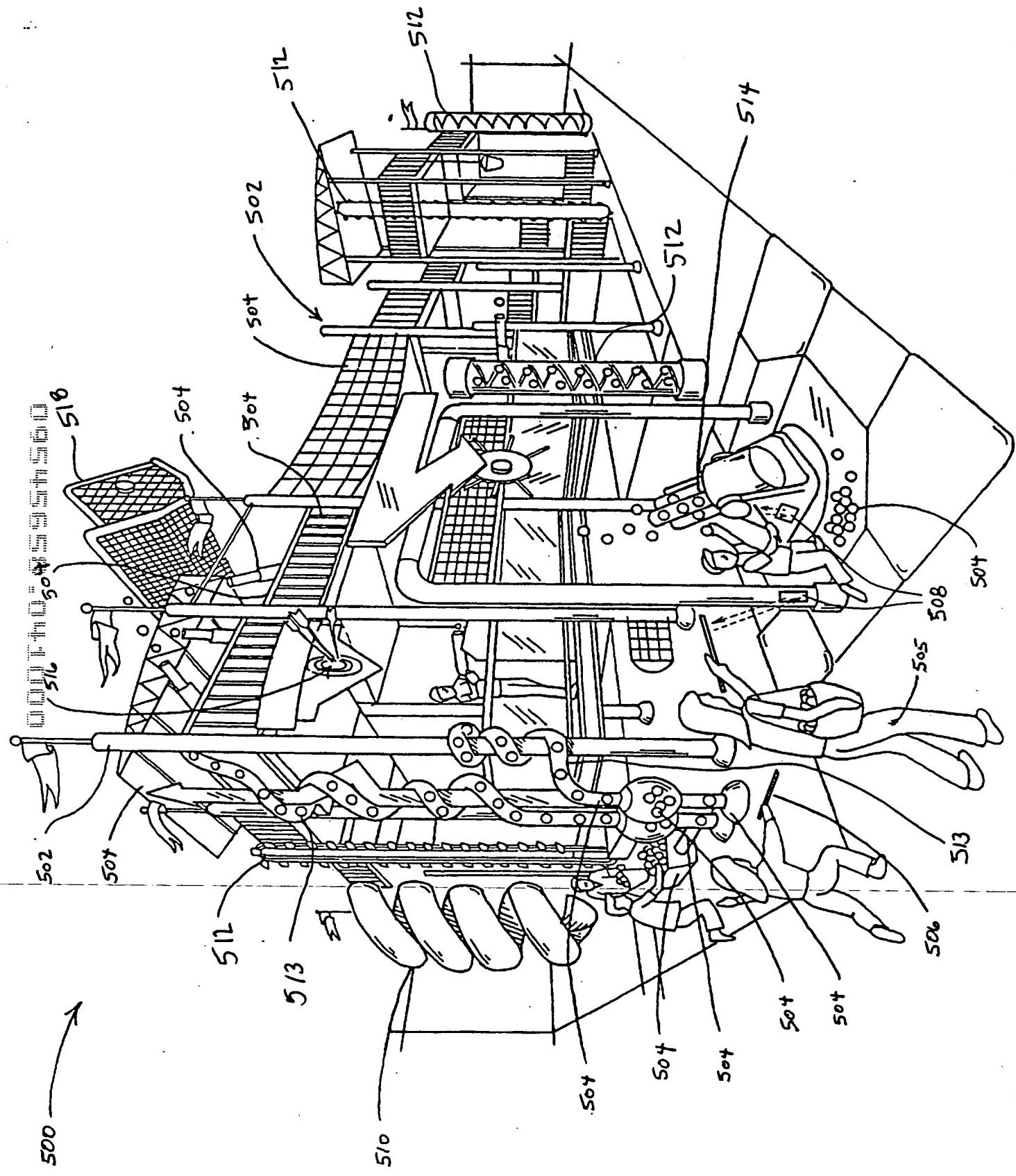
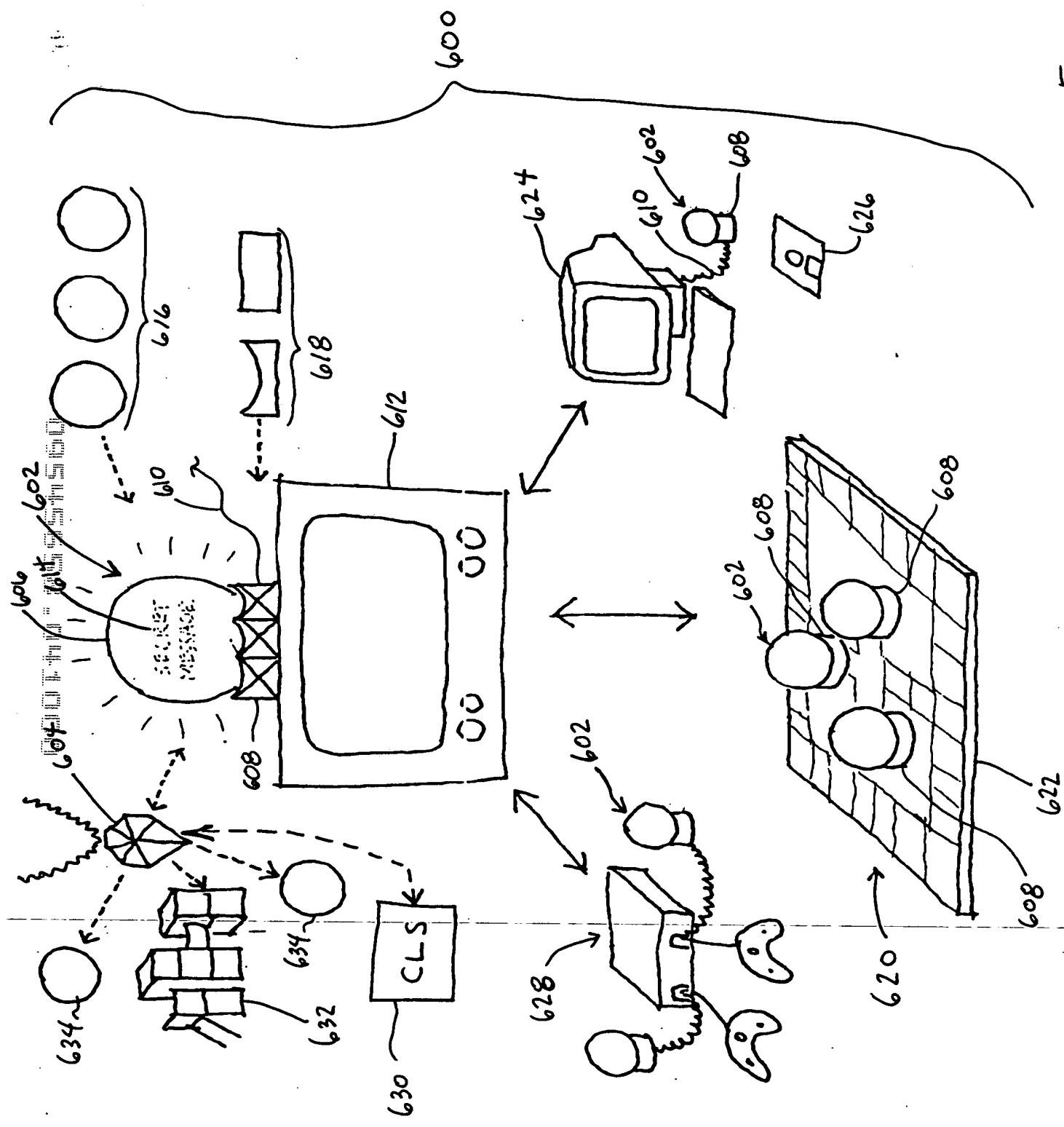


Figure 6



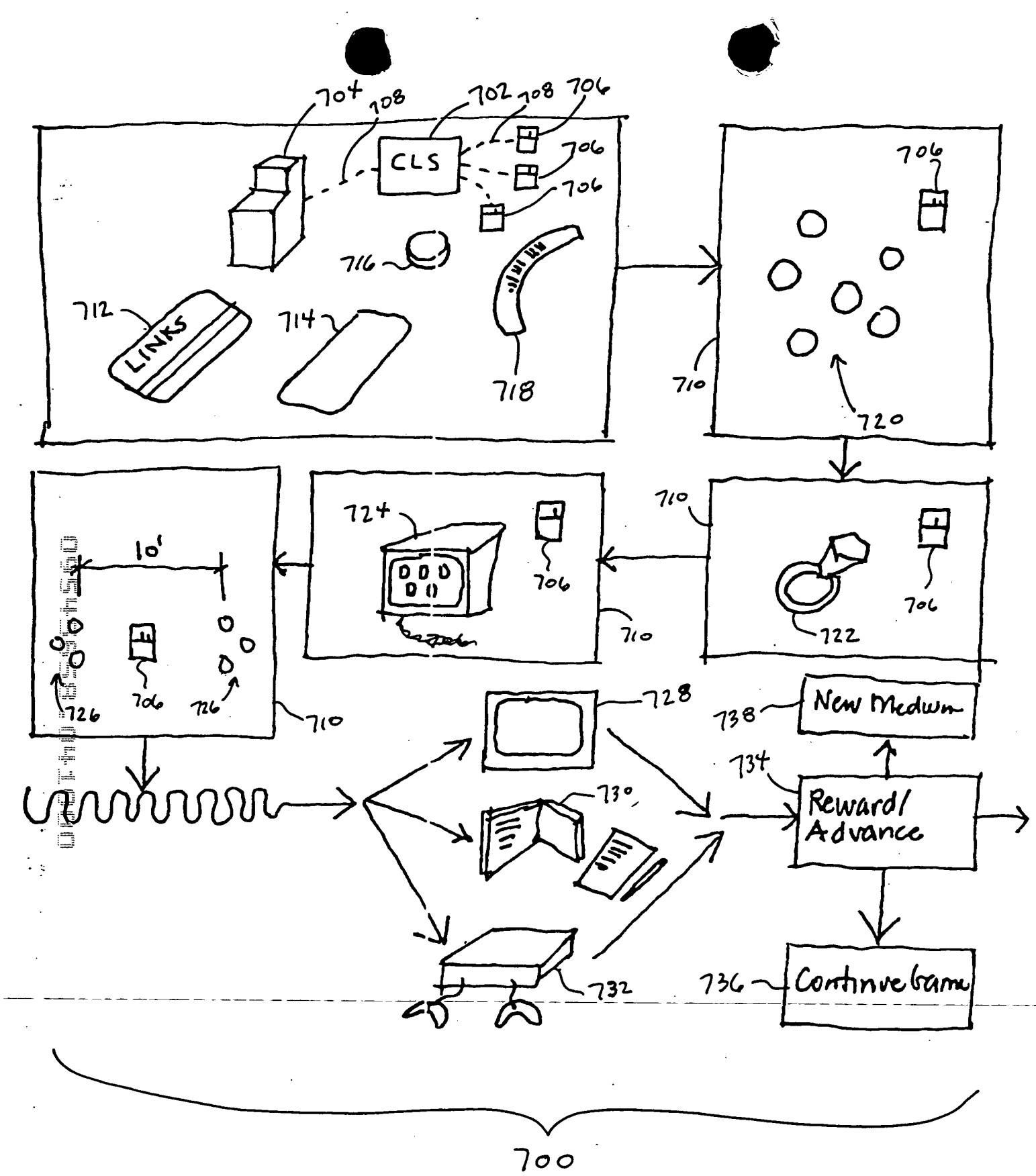


Figure 7

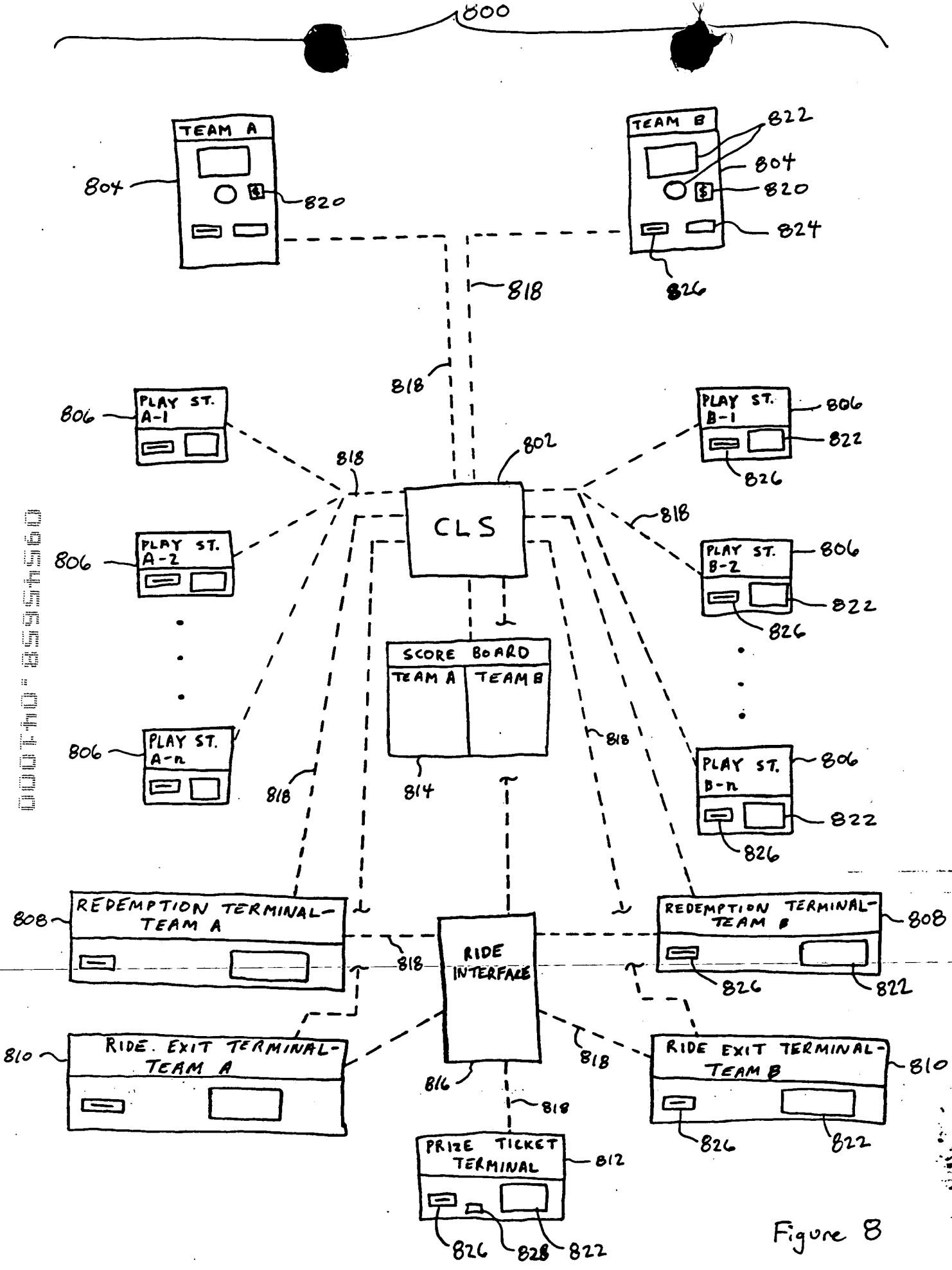


Figure 8